IN THE SPECIFICATION:

Please replace the paragraph beginning on p. 5 at line 21 with the following amended paragraph:

FIGs. ~~12A-12E~~ 12A-12F are perspective drawings of screen input interfaces modeled in a 3-D gaming environment on a gaming machine.

Please replace the paragraph beginning on p. 40 at line 20 with the following amended paragraph:

In traditional gaming machines, the position of input buttons or input surfaces modeled on a display screen on the gaming machine are fixed. As described above, input buttons that may be used with a touch screen or a screen cursor and screen cursor controller may be modeled in a 3-D gaming environment. In the present invention, the position of these buttons on the display screen may vary as a function of time. For instance, the position of an input button or input surface modeled in a 3-D gaming environment may change on the display screen when a position of a virtual camera in the 3-D gaming environment is changed or an object in the 3-D gaming environment is moved. The position of the input buttons may change as a result of user input into the gaming machines or some other game event. For instance, the position of the button on the display screen may be change or an area occupied by the input button on the display screen may change as a view of the input button is changed. Thus, methods are needed to account for a change of position or size of an input button modeled on the display screen to determine when an input button has been activated. A few methods of accounting for input buttons with variable positions and sizes are described as follows with respect to FIGS. ~~12A-12E~~ 12A-12F and FIGS. 13.

Please replace the paragraph beginning on p. 41 at line 3 with the following amended paragraph:

FIGS. ~~12A-12E~~ 12A-12F are perspective drawings of screen input interfaces modeled in a 3-D gaming environment on a gaming machine. In FIG. 12A, a game display 158 is on a surface 156 comprising a plurality of elements 152 modeled in a 3-D gaming environment with coordinate system 150. A 3-D dimensional input button 159 is also modeled in the game display 158. A virtual camera 154 is positioned in the game environment and used to render a photograph of the game display 158 with the input button 159. In FIG. 12B, the rendered photograph 160 is displayed in game window 161 which may be displayed on a portion of a display screen on a gaming machine.

The game window 161 has dimensions I by J which may correspond to a pixel length and a pixel width on the gaming machine. The game window 161 may be divided up into a 2-D grid of pixel locations. The input button 159 occupies a certain number of pixels on the game window 161.

Please replace the paragraph beginning on p. 42 at line 3 with the following amended paragraph:

After a collision has been detected on an "active" input button, the input button may be animated in some manner. For instance, the input button may be shown sinking into a surface from which it protrudes as if it were physically depressed. In FIG. ~~12D~~ 12E, the input button 159 is shown in a depressed position in the 3-D gaming environment. In FIG. ~~12E~~ 12F, the depressed button is rendered in a photograph 162 shown in the game window 161.